Port Nyanzaru
Old City
Merchants' Ward
Harbor Ward
Malar's Throat
Tiryki Anchorage
Market Ward
1
2
3
4
5
5
5
5
6
7
8
9
10
11
12
13
14
15
16
17
18
19
20
21
22
23
24
25
W
S
N
E
0
50
100
250
500
1000
feet

Port Nyanzaru
Old City
Merchants' Ward
Harbor Ward
Malar's Throat
Tiryki Anchorage
Market Ward
W
S
N
E
50
0
100
250
500
1000
feet

Merchant Prince's Villa

1 square = 5 feet

Merchant Prince's Villa

1 square = 5 feet

Ataaz Muhahah

1 square = 5 feet

Omu
The Forbidden City
N
W
E
S
1
2
3
4
5
6
7
8
9
10
11
12
13
14
15
16
17
18
19
20
20A
20B
0
50
100
250
500
1000
feet

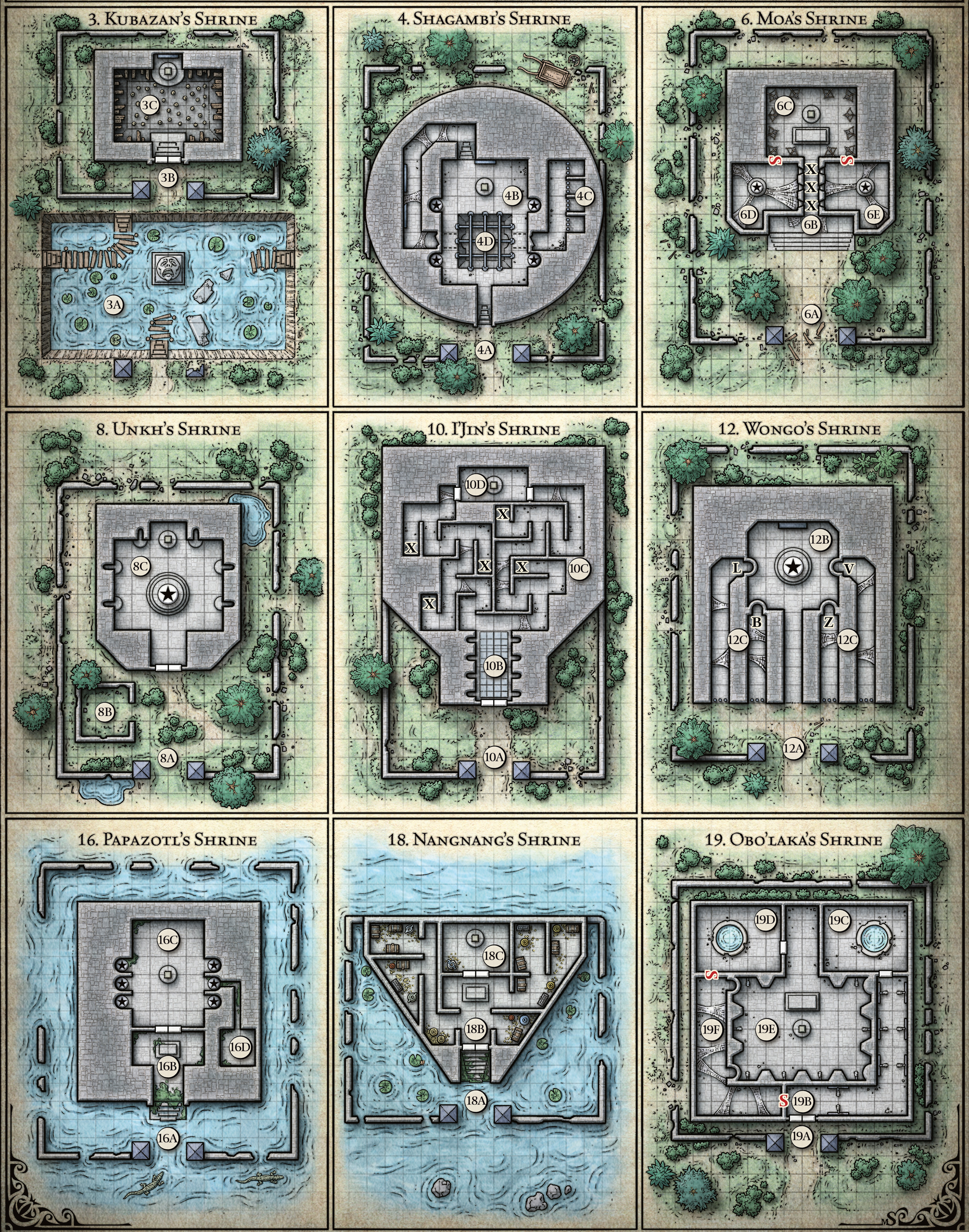
Omu
The Forbidden City
N
W
E
S
50
0
100
250
500
1000
feet

Camp Righteous
1 square = 5 feet
N
W
E
S
1
2
3
4
5
5
6
6A
6B
6C
6D
6E
+5 ft.
+10 ft.
+25 ft.
+50 ft.

+5 ft.
+50 ft.
+25 ft.
+10 ft.
N
W
E
S
Camp Righteous
1 square = 5 feet

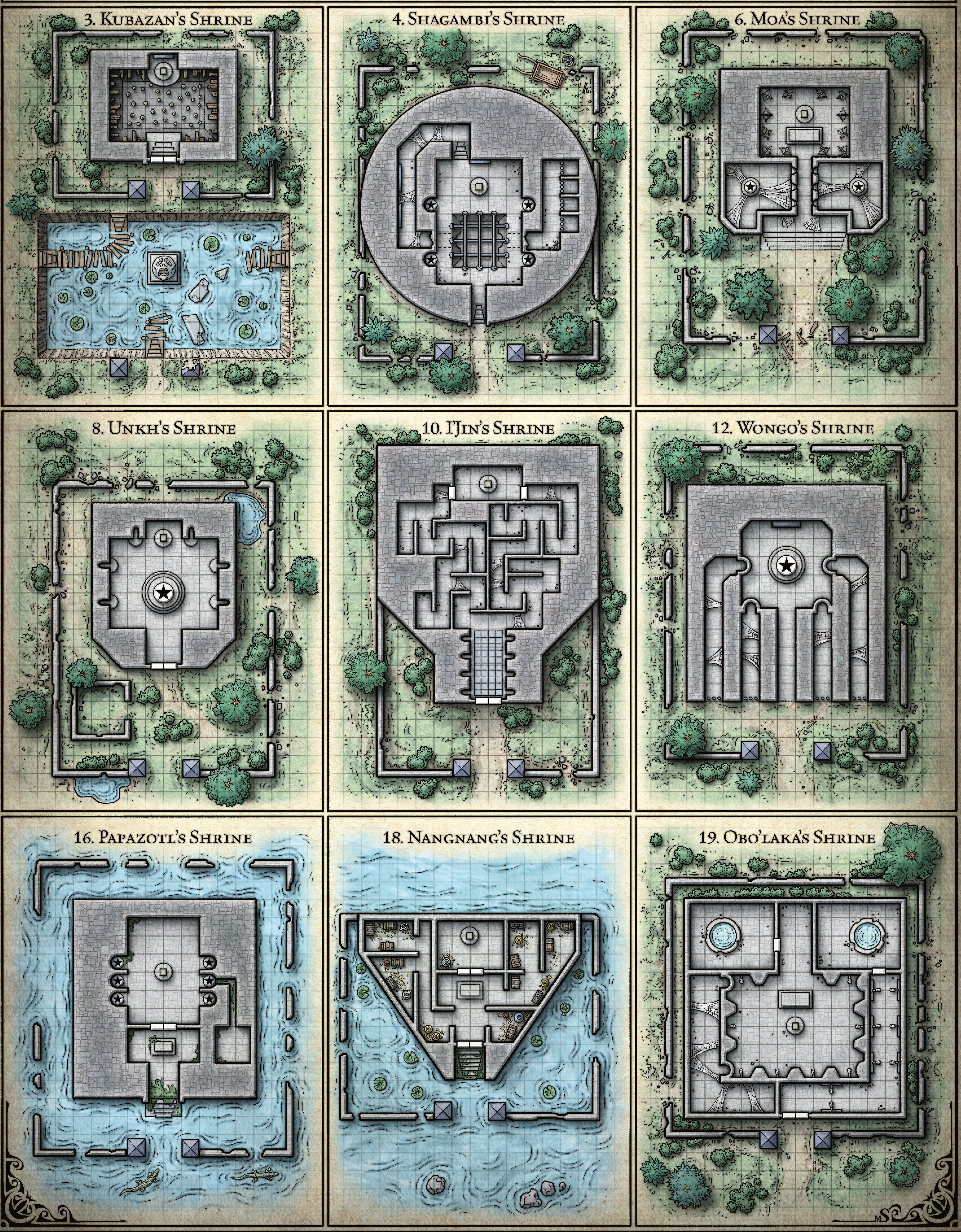
Nine Shrines

1 square = 5 feet



Nine Shrines

1 square = 5 feet



Camp Vengeance

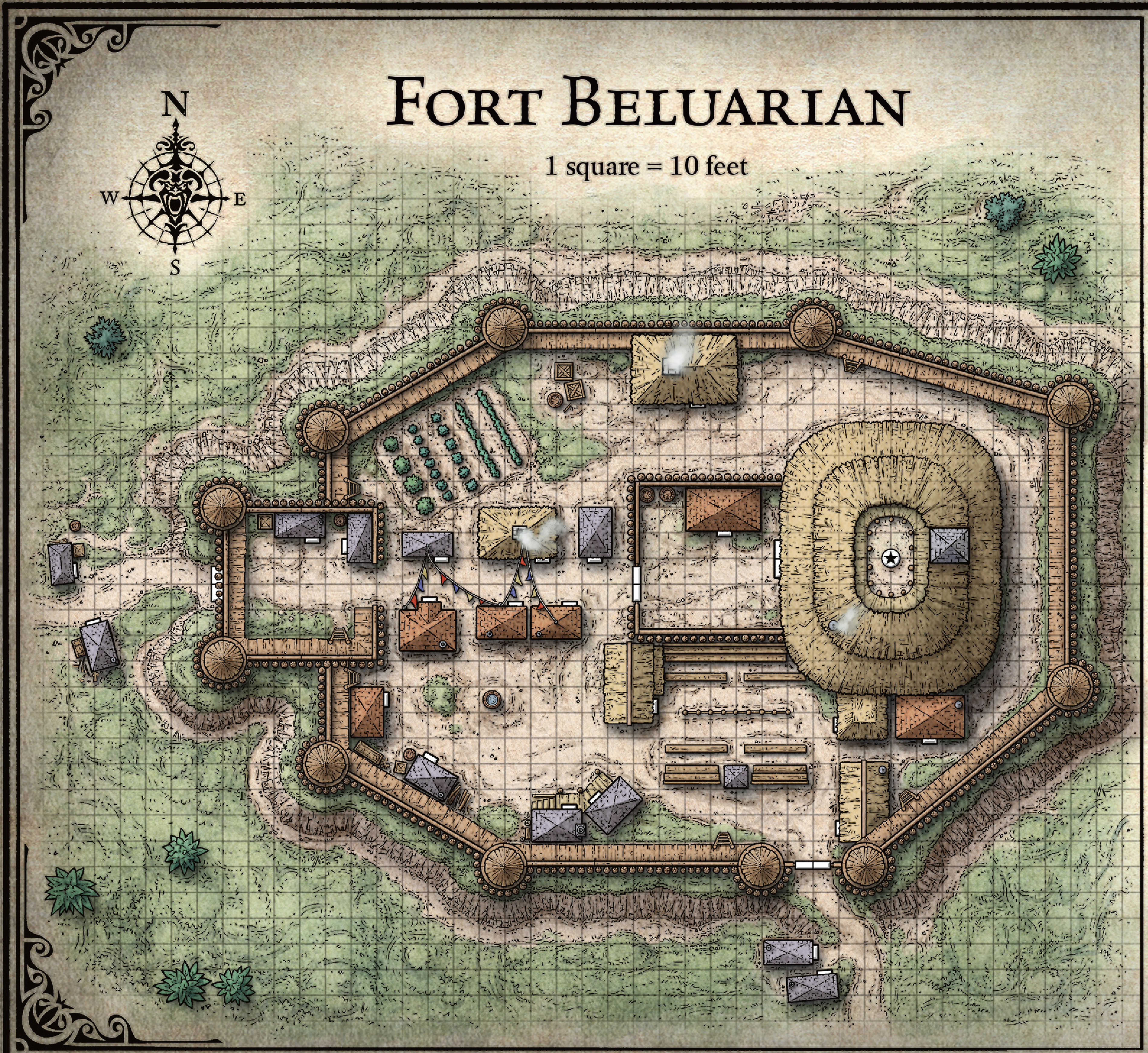
Camp Vengeance

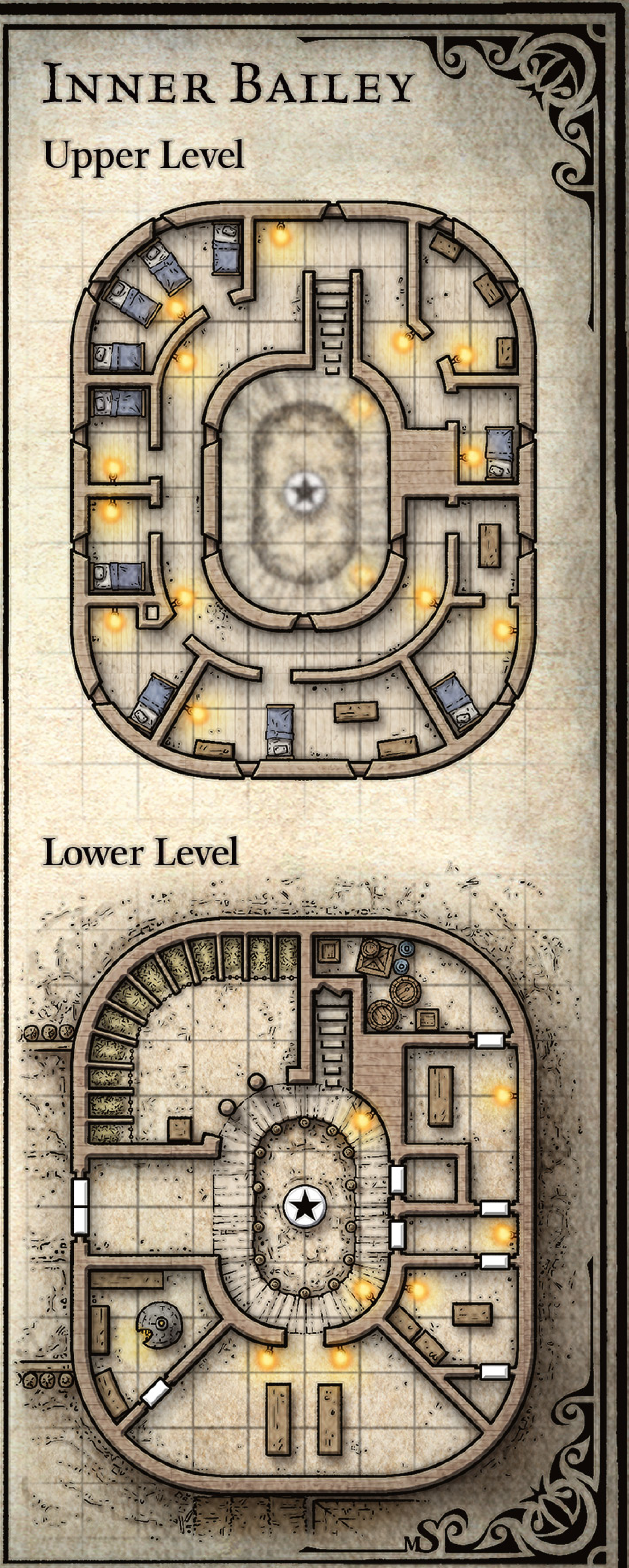
Dungrunglung
1 square = 10 feet
N
S
E
W
1
2
3
4
5
6
7

N
W
E
S
DUNGRUNGLUNG
1 square = 10 feet

Firefinger
Level 4
300 ft.
above ground
Down
to 3
Level 2
160 ft.
above ground
Down
to 1
Level 3
240 ft.
above ground
Up
to 4
Level 1
60 ft.
above ground
Up
to 2
N
W
E
S
1 square = 5 feet

Fort Beluarian
1 square = 10 feet
N
W
E
S
1
2
3
4
5
6
7
8
9
10
Inner Bailey
Upper Level
10H
10J
10J
10J
10I
10I
Lower Level
10B
10G
10A
10F
10E
10D
10C


Fort Beluarian
1 square = 10 feet
N
S
W
E


Inner Bailey
Upper Level
Lower Level

Heart of Ubtao
Top
1
Down to 4
2
3
Inside
5
6
4
3
N
W
E
S
1 square = 5 feet

Heart of Ubtao
Top
Inside
N
W
E
S
1 square = 5 feet

Hrakhamar

1
2
3
4
4
5
6
7
1
8
9
10
Wyrmheart Mine
To Surface
N
S
E
W
1 square = 5 feet

Hrakhamar
Wyrmheart Mine
To Surface
1 square = 5 feet
N
W
E
S

Jahaka Anchorage
N
S
E
W
1
2
3
4
5
6
+30 ft.
+30 ft.
6A
6B
6C
1 square = 10 feet

Jahaka Anchorage
N
W
E
S
+30 ft.
+30 ft.
1 square = 10 feet

1. Monastery
Open to 1B
1F
1E
1D
Upper
1A
1B
1C
+590 ft.
Lower
2. Cleansing Chamber
2B
+570 ft.
Upper
2A
Lower
Kir Sabal
1 square = 5 feet
5
+630 ft.
+620 ft.
3
1
+590 ft.
+570 ft.
2
4
+550 ft.
+520 ft.
+500 ft.
N
W
E
S
3. Elder's House
Upper
3B
Lower
3A
+630 ft.
4. Dwellings
Upper
Lower

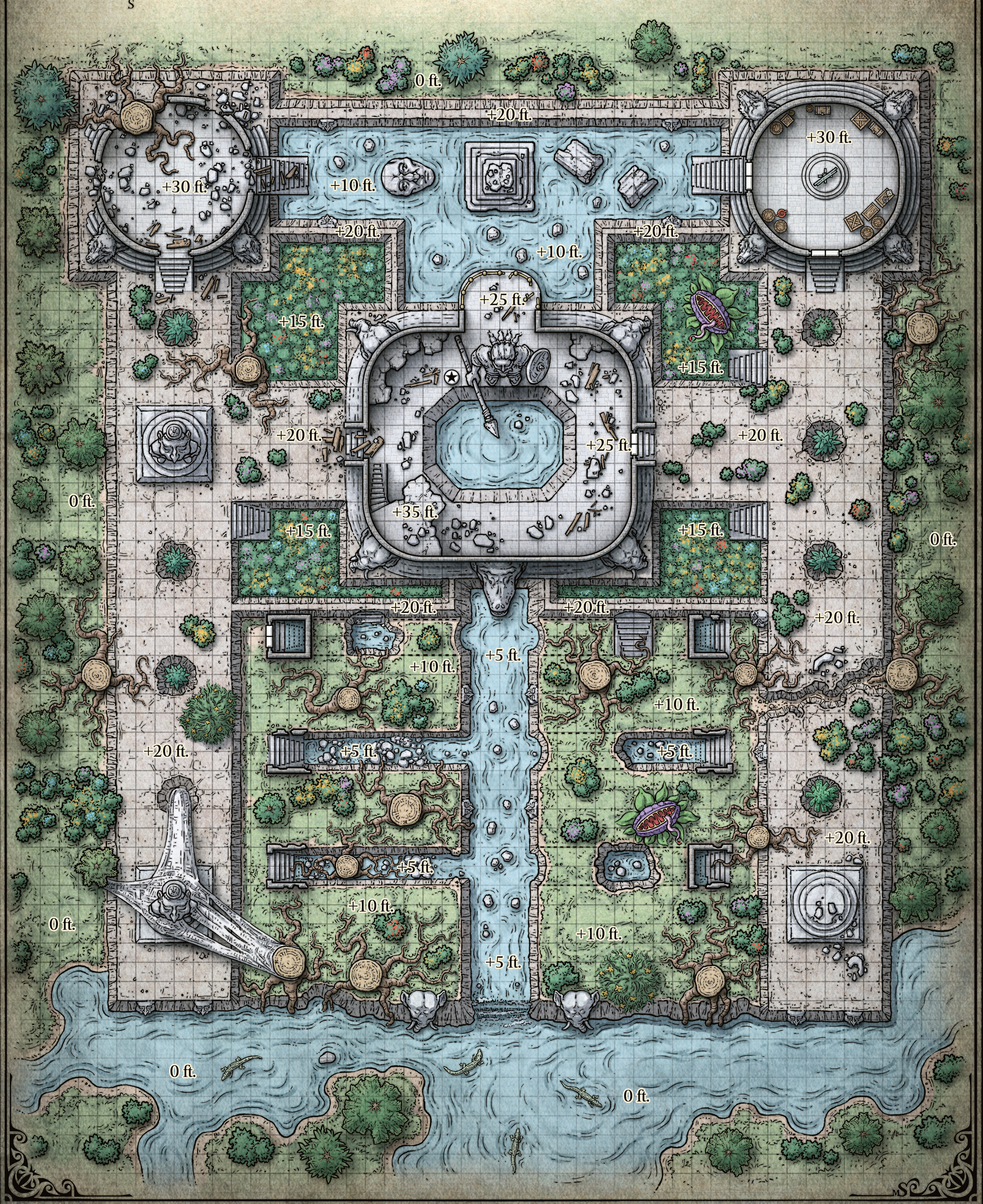
Kir Sabal
1 square = 5 feet
1. Monastery
Upper
Lower
2. Cleansing Chamber
Upper
Lower
3. Elder's House
Upper
Lower
4. Dwellings
Upper
Lower
N
S
E
W

Nangalore

1 square = 5 feet

Nangalore

1 square = 5 feet



Wreck of the Star Goddess
N
W
E
S
1 square = 5 feet

Wyrmheart Mine

1 square = 5 feet

Wyrmheart Mine

1 square = 5 feet

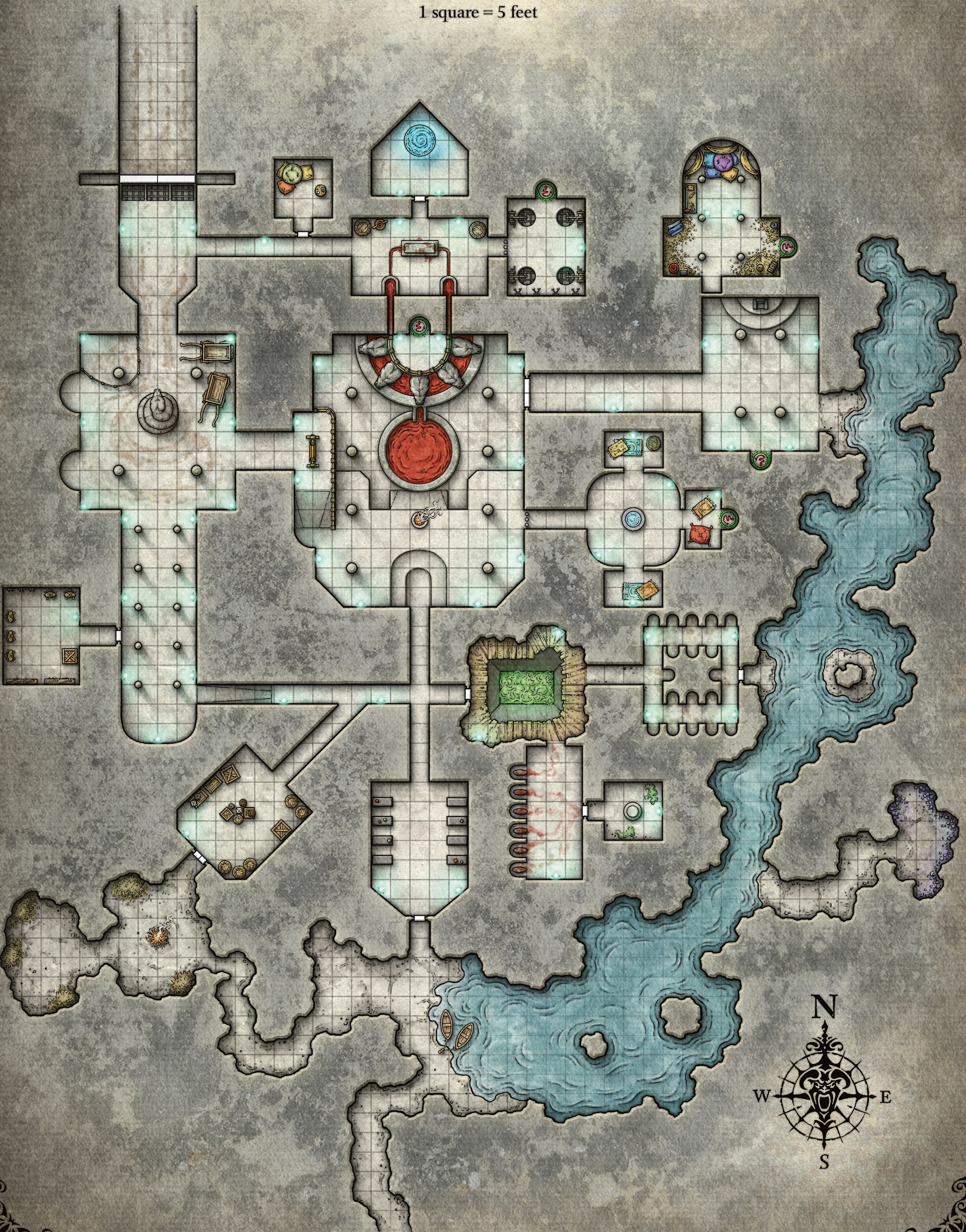
Yellyark
1 square = 5 feet
Mechanism primed...
Slip Knot
Escape mechanism fires...
!
Twang!
Village relocates
1
2
3
4
5
5
5
6
N
S
W
E

Yellyark
1 square = 5 feet
Mechanism primed...
Slip Knot
Escape mechanism fires...
Twang!
Village relocates
N
W
E
S

Fane of the Night Serpent
1 square = 5 feet
To Omu (20A)
To Omu (20B)
+5 ft.
+30 ft.
+40 ft.
+30 ft.
+20 ft.
1
2
3
4
5
6
7
8
9
10
11
12
13
14
15
16
17
18
19
20
21
22
23
N
S
E
W

Fane of the Night Serpent

1 square = 5 feet



Level 1:
Rotten Halls
Open to 64 below
Down to level 2
Down to level 2
Open to 45 below
N
W
E
S
1 square = 5 feet
1
2
3
4A
4B
5A
5B
5C
6
7
7A
8
9
10
11
12
13
14
15
16
17
G
G
G
X
X
X
S
S
S
S
S

N
W
E
S
Level 1:
Rotten Halls
1 square = 5 feet

Level 2: Dungeon of Deception

LEVEL 2:
DUNGEON OF DECEPTION
N
W
E
S
1 square = 5 feet

Level 3:
Vault of Reflection
N
W
E
S
1 square = 5 feet
42
43
41
40
To levels 2–5
26
38A
38C
38B
44B
44A
39
35B
35A
34
33
32
Tunnel B
Tunnel A
29
7C
Open to 45 below
Up to level 2
Down to level 4
30
31A
31B
31A
36
37

Level 3:
Vault of Reflection
N
W
E
S
1 square = 5 feet
MS

Level 4: Chambers of Horror

Level 4:
Chambers
of Horror
N
W
E
S
1 square = 5 feet

Level 5:
Gears of Hate
Open to 17 above
Down to level 6
Portcullis
Open to 45 above
To levels 2–4
Stone block
1 square = 5 feet
N
S
E
W
70
69
68
64
61
63
60
59
58
65
26
66
67
62A
62B
62C
62D
S
X

Level 5:
Gears of Hate
N
W
E
S
1 square = 5 feet

Level 5:
Gears of Hate
N
W
E
S
1 square = 5 feet

Level 5:
Gears of Hate
N
W
E
S
1 square = 5 feet

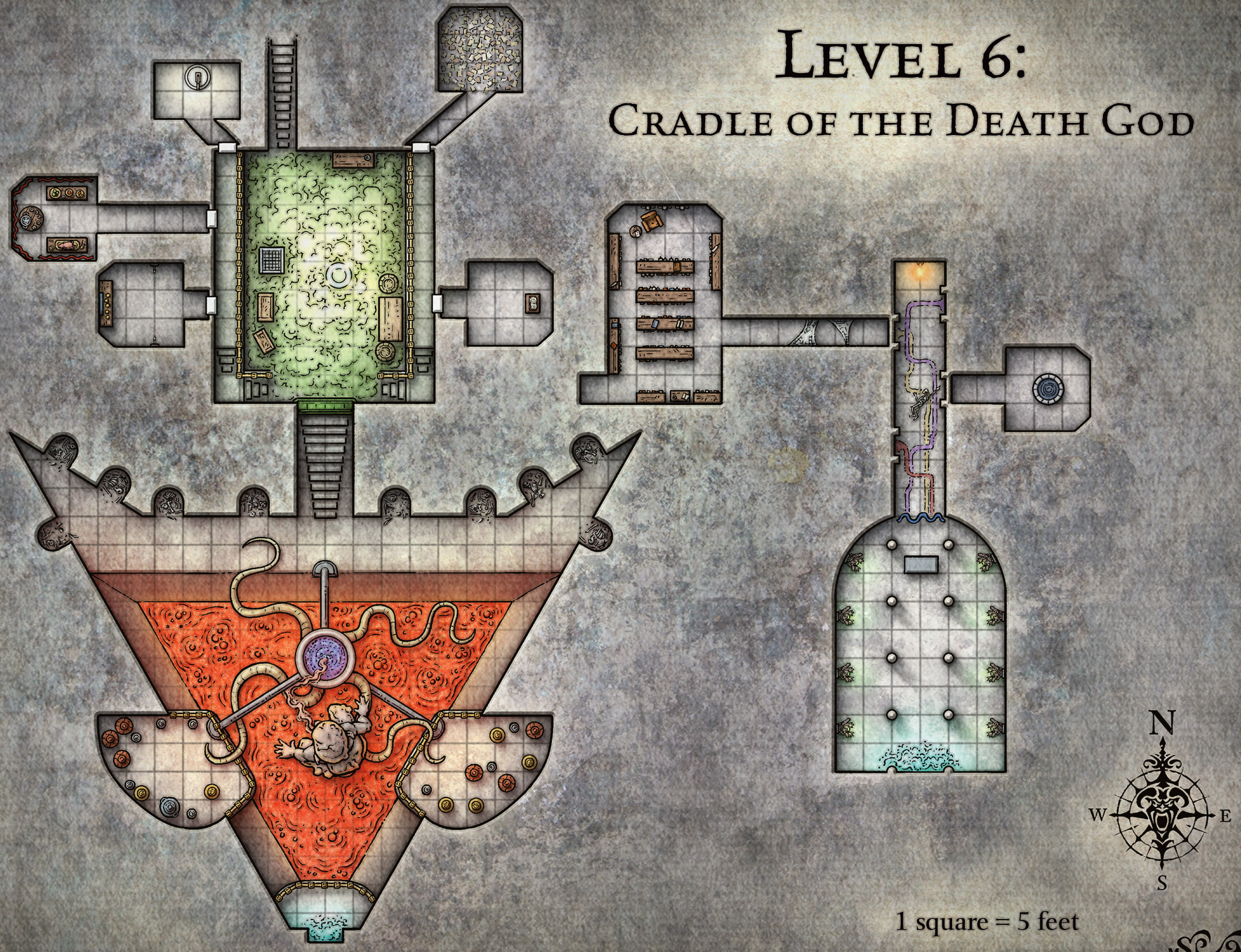
Level 5:
Gears of Hate
N
W
E
S
1 square = 5 feet

Level 5:
Gears of Hate
N
W
E
S
1 square = 5 feet

Level 5:
Gears of Hate
N
W
E
S
1 square = 5 feet

Level 6:
Cradle of the Death God
Up to level 5
72
73
74
75
76
71
Cage
Skeleton gate
80
81
79
78
77
Phylacteries
Atropal
Phylacteries
N
W
E
S
1 square = 5 feet

Level 6:
Cradle of the Death God



Chult
Shining Sea
Lantan
Bay of Chult
Fort Beluarian
Mother-of-Mists
The Ssan (The Daughters)
Port Nyanzaru
The Hvalspyd
The Mistcliff
Yellyark
River Soshenstar
River Tiryki
Port Castigliar
Kitcher's Inlet
Mistcliff Mountains
Vorn
Camp Righteous
Camp Vengeance
Firefinger
Mezro
Ataaz Muhahah
Orolunga
Mbala
Dungrunglung
Wreck of the Narwhal
Aldani Basin
Needle's Bones
The Dawn Warrior
Kir Sabal
Ataaz Kahakla
Heart of Ubtao
Jahaka Anchorage
River Tath
River Olung
Nsi Wastes
Refuge Bay
Ishau
Nangalore
Jahaka Bay
Kobold Mountains
Wreck of the Star Goddess
Lake Luo
Hisari
Valley of Embers
Hrakhamar
Ataaz Yklwazi
Valley of Lost Honor
Sky Lizard Mountains
Omu
Warmheart Mine
Peaks of Flame
Valley of Dread
Land of Ash and Smoke
Shilku Bay
Shilku
Wild Coast
Sanrach Mountains
The Cauldron
Snapping Turtle Bay
N
W
E
S
Key
City
Fort
Settlement
Ruin
Mine
Point of interest
Undead territory (lesser)
Undead territory (greater)
Samarach
Great Sea
Snout of Omgar
1 hex = 10 miles

Chult
Shining Sea
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Land of Ash and Smoke
Shilku Bay
Shilku
Wild Coast
Sanrach Mountains
The Cauldron
Snapping Turtle Bay
N
W
E
S
Key
City
Fort
Settlement
Ruin
Mine
Point of interest
Undead territory (lesser)
Undead territory (greater)
Samarach
Great Sea
Snout of Omgar
miles 10 25 50 100
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Chult
Lantan
Shining Sea
Bay of Chult
Fort Beluarian
Port Nyanzaru
Mother-of-Mists
The Ssan (The Daughters)
The Mistcliff
Mistcliff Mountains
River Soshenstar
River Tiryki
Port Castigliar
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Ataaz Muhahah
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Refuge Bay
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Jahaka Bay
Kobold Mountains
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Valley of Lost Honor
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Valley of Dread
Land of Ash and Smoke
Shilku Bay
Shilku
Wild Coast
Sanrach Mountains
The Cauldron
Snapping Turtle Bay
Samarach
Great Sea
Snout of Omgar
N
W
E
S
Key
City
Fort
Settlement
Ruin
Mine
Point of interest
Undead territory
1 hex = 10 miles

Chult
Shining Sea
Lantan
Mother-of-Mists
The Ssan (The Daughters)
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Fort Beluarian
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Land of Ash and Smoke
Shilku Bay
Shilku
Wild Coast
The Cauldron
Snapping Turtle Bay
Sanrach Mountains
Samarach
Snout of Omgar
Great Sea
N
W
E
S
Key
City
Fort
Settlement
Ruin
Mine
Point of interest
Undead territory
miles
10
25
50
100

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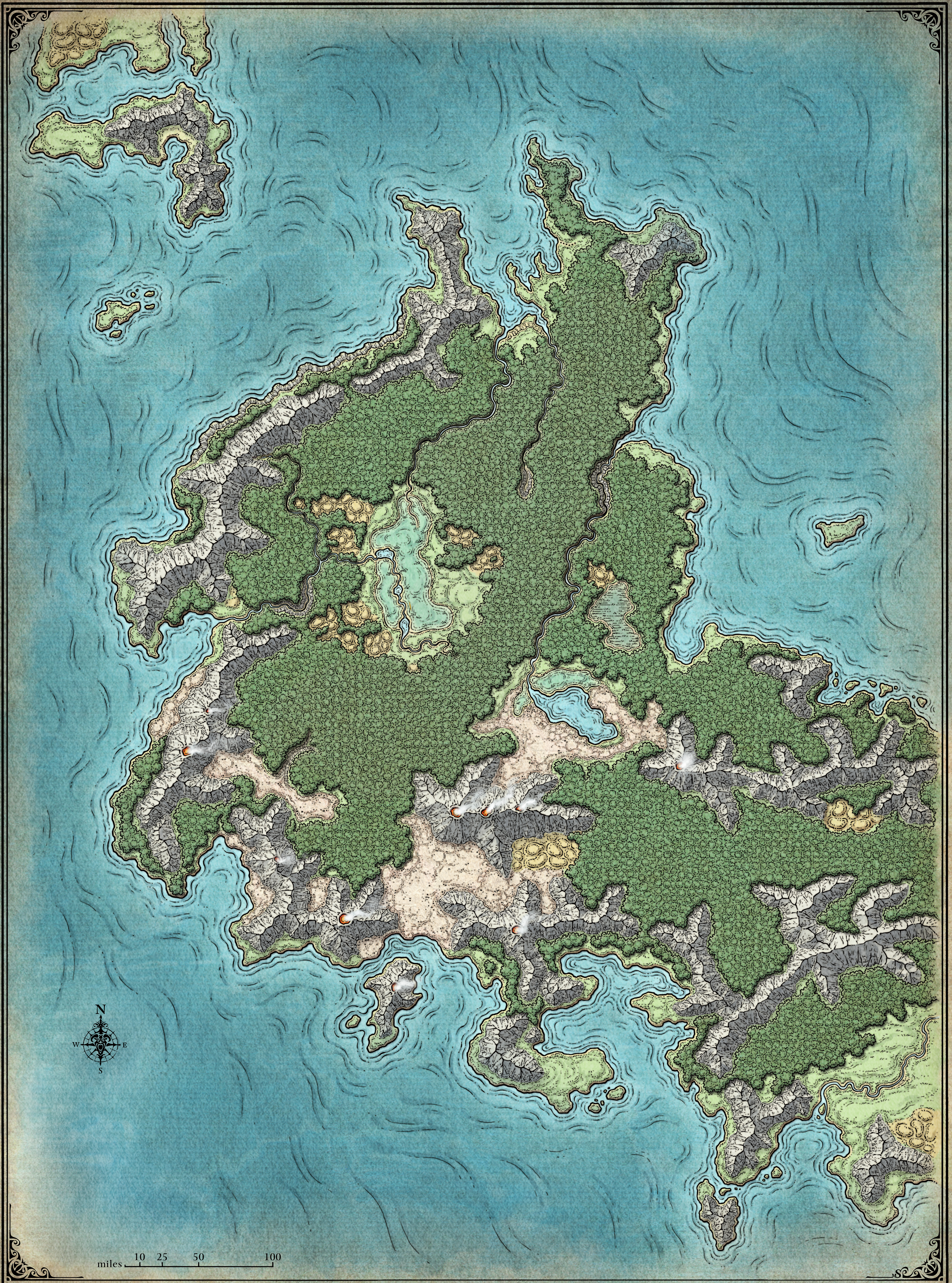

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